What is claimed is:

1. A computer-implemented method for capturing a game history, comprising:

facilitating execution of a game of chance in a network, the execution causing generation of a plurality of game presentation frames capable of being presented on a multimedia display of a first device on the network; and

receiving first frame data from the first device via the network, the first frame data representing at least a portion of the game history and including a selected one of the game presentation frames.

2. The method of claim 1 wherein facilitating execution of the game of chance comprises receiving a request from the first device identifying the game of chance, and collaboratively executing the game of chance with the first device.

3. The method of claim 2 wherein collaboratively executing the game of chance comprises executing game flow logic on a host device, and executing game presentation logic on the first device.

4. The method of claim 1 further comprising facilitating capture of the selected game presentation frame on the first device.

5. The method of claim 4 wherein capture of the selected game presentation frame comprises selecting the selected game presentation frame from a frame buffer in the first device.

6. The method of claim 4 wherein capture of the selected game presentation frame comprises capturing the selected game presentation frame directly from the display of the first device.

7. The method of claim 4 wherein capture of the selected game presentation frame comprises detecting an event which triggers capture of the selected game presentation frame.

8. The method of claim 7 wherein the event corresponds to an outcome of the game of chance.

9. The method of claim 4 wherein facilitating capture of the selected game presentation frame comprises uploading at least one software module to the first device which is operable to capture the selected game presentation frame.

10. The method of claim 4 wherein facilitating capture of the selected game presentation frame comprises transmitting a capture command to the first device.

11. The method of claim 1 further comprising generating the first frame data.

12. The method of claim 11 wherein generating the first frame data comprises any of compressing the selected game presentation frame, encrypting the selected game presentation frame, and reducing color information in the game presentation frame.

13. The method of claim 11 wherein generating the first frame data comprises capturing additional data and associating the additional data with the selected game presentation frame.

14. The method of claim 13 wherein the additional data include any of an amount wagered, game credits, an amount won, an amount lost, a time, a date, a game name, a location, player tracking information, random numbers generated, a game pay table, a game denomination, a first device identifier, and player identification information.

15. The method of claim 1 further comprising rendering the first frame data.

16. The method of claim 15 wherein rendering the first frame data comprises generating a visual representation of the first frame data which includes the game presentation frame.

17. The method of claim 1 further comprising independently generating second frame data corresponding to the selected game presentation frame.

18. The method of claim 17 further comprising comparing the first frame data with the second frame data.

19. The method of claim 18 wherein comparing the first frame data with the second frame data comprises rendering visual representations of the first frame data and the second frame data, respectively.

20. The method of claim 17 wherein the second frame data comprises a duplicate game presentation frame corresponding to the selected game presentation frame.

21. The method of claim 20 wherein the second frame data further comprises any of an amount wagered, game credits, an amount won, an amount lost, a time, a date, a game name, a location, player tracking information, random numbers generated, a game pay table, a game denomination, a first device identifier, and player identification information.

22. The method of claim 1 further comprising generating a frame signature for inclusion in the first frame data, the frame signature unambiguously identifying the first frame data.

23. The method of claim 22 wherein the frame signature comprises at least one of a CRC, a checksum and a hash value, the at least one of the CRC, the checksum, and the hash value being determined with reference to a portion of the first frame data.

24. The method of claim 1 further comprising generating the first frame data, wherein the first frame data corresponds to a visual representation which includes the game presentation frame and is capable of being displayed on a multimedia display, the visual representation also including a visible authentication object.

25. The method of claim 24 wherein the visible authentication object comprises at least one of date, time, serialized game number, paytable number, user id, machine serial number, current progressive values, host id, network id, and casino water mark.

26. The method of claim 1 wherein the network comprises any of a telecommunications network, a phone network, a wireless network, a satellite network, a cable network, a local area network, and a wide area network.

27. The method of claim 1 wherein execution of the game of chance is facilitated according to a client-server model.

28. The method of claim 1 wherein execution of the game of chance is facilitated according to a peer-to-peer model.

29. A computer program product comprising at least one computer-readable medium having computer program instructions stored therein which are operable to cause at least one computer to capture a game history, the computer program instructions:

first instructions for facilitating execution of a game of chance in a network, the execution causing generation of a plurality of game presentation frames capable of being presented on a multimedia display of a first device; and

second instructions for receiving first frame data from the first device via the network, the first frame data representing at least a portion of the game history and including a selected one of the game presentation frames.

30. The computer program product of claim 29 wherein the first instructions comprise third instructions for receiving a request from the first device

identifying the game of chance, and fourth instructions for collaboratively executing the game of chance with the first device.

31. The computer program product of claim 30 wherein the fourth instructions comprise fifth instructions for executing game flow logic on a host device, and sixth instructions for executing game presentation logic on the first device.

32. The computer program product of claim 29 further comprising third instructions for facilitating capture of the selected game presentation frame on the first device.

33. The computer program product of claim 32 wherein the third instructions comprise fourth instructions for selecting the selected game presentation frame from a frame buffer in the first device.

34. The computer program product of claim 32 wherein the third instructions comprise fourth instructions for capturing the selected game presentation frame directly from the display of the first device.

35. The computer program product of claim 32 wherein the third instructions comprise fourth instructions for detecting an event which triggers capture of the selected game presentation frame.

36. The computer program product of claim 35 wherein the event corresponds to an outcome of the game of chance.

37. The computer program product of claim 32 wherein the third instructions comprise fourth instructions for uploading at least one software module to the first device which is operable to capture the selected game presentation frame.

38. The computer program product of claim 32 wherein the third instructions comprise fourth instructions for transmitting a capture command to the first device.

39. The computer program product of claim 29 further comprising third instructions for generating the first frame data.

40. The computer program product of claim 39 wherein the third instructions comprise any of fourth instructions for compressing the selected game presentation frame, fifth instructions for encrypting the selected game presentation frame, and sixth instructions for reducing color information in the game presentation frame.

41. The computer program product of claim 39 wherein the third instructions comprise fourth instructions for capturing additional data and associating the additional data with the selected game presentation frame.

42. The computer program product of claim 41 wherein the additional data include any of an amount wagered, game credits, an amount won, an amount lost, a time, a date, a game name, a location, player tracking information, random numbers generated, a game pay table, a game denomination, a first device identifier, and player identification information.

43. The computer program product of claim 29 further comprising third instructions for rendering the first frame data.

44. The computer program product of claim 43 wherein the third instructions comprise fourth instructions for generating a visual representation of the first frame data which includes the game presentation frame.

45. The computer program product of claim 29 further comprising third instructions for independently generating second frame data corresponding to the selected game presentation frame.

46. The computer program product of claim 45 further comprising fourth instructions for comparing the first frame data with the second frame data.

47. The computer program product of claim 46 wherein the fourth instructions comprise fifth instructions for rendering visual representations of the first frame data and the second frame data, respectively.

48. The computer program product of claim 45 wherein the second frame data comprises a duplicate game presentation frame corresponding to the selected game presentation frame.

49. The computer program product of claim 48 wherein the second frame data further comprises any of an amount wagered, game credits, an amount won, an amount lost, a time, a date, a game name, a location, player tracking information, random numbers generated, a game pay table, a game denomination, a first device identifier, and player identification information.

50. The computer program product of claim 29 further comprising third instructions for generating a frame signature for inclusion in the first frame data, the frame signature unambiguously identifying the first frame data.

51. The computer program product of claim 50 wherein the frame signature comprises at least one of a CRC, a checksum and a hash value, the at least one of the CRC, the checksum, and the hash value being determined with reference to a portion of the first frame data.

52. The computer program product of claim 29 further comprising third instructions for generating the first frame data, wherein the first frame data corresponds to a visual representation which includes the game presentation frame and is capable of being displayed on a multimedia display, the visual representation also including a visible authentication object.

53. The computer program product of claim 52 wherein the visible authentication object comprises at least one of date, time, serialized game number, paytable number, user id, machine serial number, current progressive values, host id, network id, and casino water mark.

54. The computer program product of claim 29 wherein the network comprises any of a telecommunications network, a phone network, a wireless network, a satellite network, a cable network, a local area network, and a wide area network.

55. The computer program product of claim 29 wherein the first instructions are operable to facilitate execution of the game of chance according to a client-server model.

56. The computer program product of claim 29 wherein the first instructions are operable to facilitate execution of the game of chance according to a peer-to-peer model.

57. A gaming system, comprising:

a plurality of gaming machines, each gaming machine comprising a network interface and a master gaming controller operable to control a game of chance played on the gaming machine, to generate a sequence of game presentation frames for use in a video game presentation of the game of chance, to select one or more game presentation frames from the sequence of game presentation frames, and to incorporate frame data from the selected game presentation frames into one or more game history frames, each gaming machine being further operable to receive cash or indicia of credit for a wager on the game of chance, and to output cash or an indicia of credit as an award for the game of chance;

a network interconnecting the plurality of gaming machines via the corresponding network interfaces; and

at least one server coupled to the network and operable to store the game history frames from the plurality of gaming machines.

58. The gaming system of claim 57 wherein each gaming machine further comprises non-volatile memory for storing the one or more game history frames.

59. The gaming system of claim 57 wherein each gaming machine further comprises a camera used to record a player image from a player being presented the game presentation on the gaming machine.

60. The gaming system of claim 59 wherein the master gaming controller is further operable to incorporate the player image into the one or more game history frames.

61. The gaming system of claim 57 wherein the master gaming controller is further operable to incorporate game history information into the one or more game history frames.

62. The gaming system of claim 57 wherein the video game presentation comprises any of a video slot game presentation, a video keno game presentation, a video poker game presentation, a video pachinko game presentation, and a video black jack game presentation.

63. The gaming system of claim 57 wherein each gaming machine further comprises a printer operable to print the one or more game history frames.

64. The gaming system of claim 57 wherein each gaming machine further comprises a display device operable to display the one or more game history frames.

65. The gaming system of claim 57 further comprising a printer coupled to the network which is operable to print the game history frames from the plurality of gaming machines.

66. The gaming system of claim 57 further comprising a display device coupled to the network which is operable to display the game history frames from the plurality of gaming machines.

67. The gaming system of claim 57 wherein the at least one server is further operable to generate promotional information incorporating at least one of the game history frames from the plurality of gaming machines.

68. The gaming system of claim 67 wherein the at least one server is further operable to cause a representation of the promotional information to be displayed on any of the gaming machines.

69. The gaming system of claim 57 wherein the at least one server is further operable to facilitate dispute resolution with reference to the game history frames from the plurality of gaming machines.

70. The gaming system of claim 57 wherein the at least one server is further operable to facilitate a bonusing game with reference to at least one of the game history frames from the plurality of gaming machines.

71. The gaming system of claim 70 wherein the bonusing game includes a subset of the gaming machines.

72. The gaming system of claim 57 wherein the at least one server is further operable to cause a game history frame generated by a first one of the gaming machines to be displayed on a second one of the gaming machines.

73. A computer-implemented method for capturing a game history, comprising:

facilitating execution of a game of chance, the execution causing generation of a plurality of game presentation frames capable of being presented on a multimedia display of a first device; and

receiving first frame data from the first device, the first frame data representing at least a portion of the game history and including a sequence of the game presentation frames.

74. The method of claim 73 further comprising replaying the sequence of game presentation frames thereby displaying the portion of the game history.

75. The method of claim 74 wherein replaying the sequence of game presentation frames comprises displaying a video representation of the portion of the game history.

76. The method of claim 75 wherein the video representation is encoded according to any of an MPEG standard, a DVD standard, a VCR standard.

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